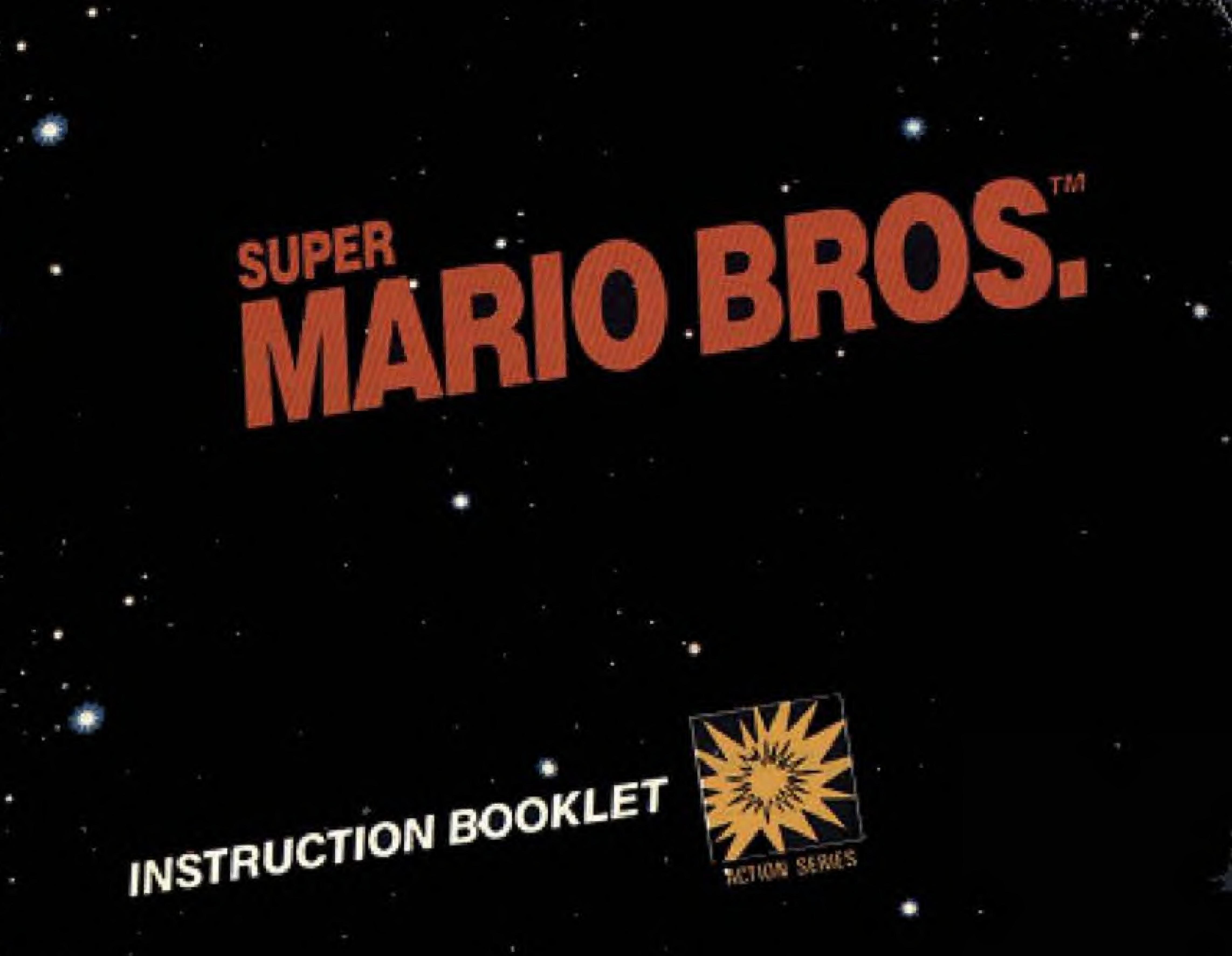




Nintendo of America Inc. P.O.Box 957, Redmond, WA 98052 U.S.A.

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# INSTRUCTION BOOKLET



ook for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Please read this instruction booklet to ensure proper handling of your new game. and then save the booklet for future reference.

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Thank you for selecting the Nintendo" Entertainment System" Super Mario Bros.<sup>TM</sup> Pak.

**OBJECT OF THE GAME/GAME DESCRIPTION** One day the kingdom of the peaceful mushroom people was invaded by the

Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horsehair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People. You are Mariol It's up to you to save the Mushroom People from the black magic of the Koopa!

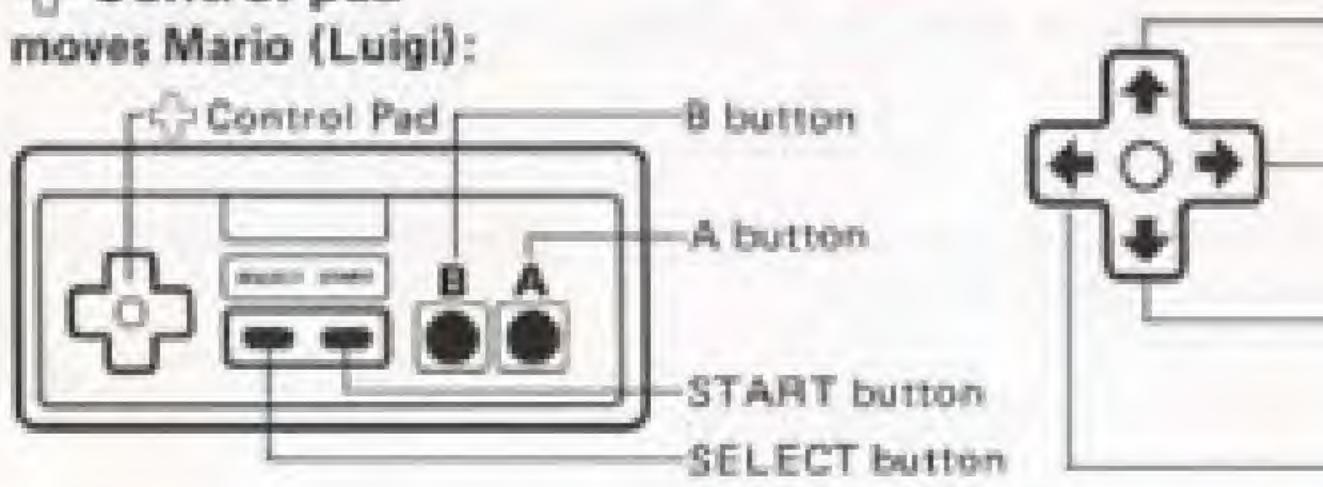
# 1. PRECAUTIONS

- 1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. some older model T.V.s have rounded screens and may block out a portion of the ITTLECH!

# 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/ Controller 2 \* Controller 1 - for 1 player game

Control pad



Controller 2 – for second player in 2 player game

Walk to the right.

(Push button B at the same time to run.)

#### Crouch.

(Super Mario only.) Walk to the left. (Push button B at the same time to run.)

A button -64

B button 81



- up.
  - "Don't get too lazy about swimming or you'll get pulled under by the whirlpool at the bottom of the screen.

- Accelerate ... Press this button to speed up, then jump and you can go all the higher.
- Fireballs ...... After you pick up the fire flower, you can use this button to throw fireballs.

# SELECT button

Use this button to move the mushroom mark to the game you wish to play.

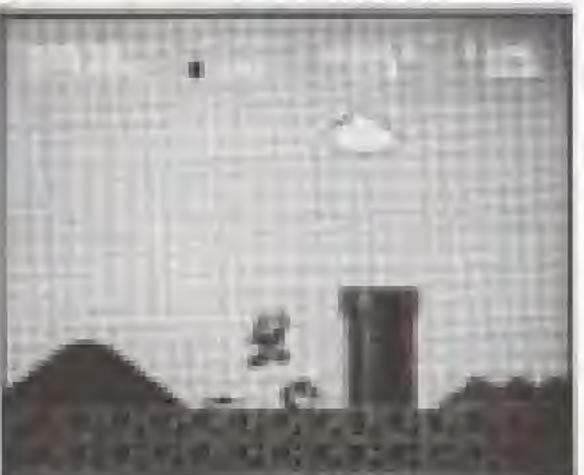
# START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

"The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.



# 3. HOW TO PLAY

As this game proceeds the screen gradually advances The fourth area of each world ends in a big-The Princess, as well as her mushroom re-

to the right. The Mushroom Kingdom is made up of a number of worlds, and each world is divided into 4 Breas. castie. tainers, are being held in one of the castles by the turtle tribe. In order to rescue the Princess, Mario has to make it to the castle at the end of each world within the given time. Along the way are mountains, pits, sea, turtle soldiers, and a host of traps and riddles. Whether or not you can make it to the last castle and free the Princess depends on you. 'You're going to need sharp wits and lightning reflexes to complete this quest!



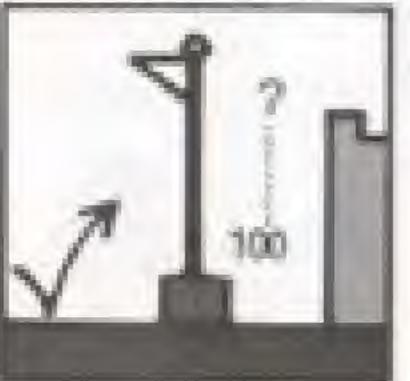
ever, once Mario gets about halfway through an area, he doesn't have to go all the way back to the beginning after getting done in by one of the bad guys. "When you get to the last castle, you start the game over from the castle entrance.

• At the beginning of the round, play starts from the beginning of the area; how-

•When play starts, the clock in the upper right of the screen starts ticking away. Any time left on the clock when you get to the end of each area is added to your score as bonus points.

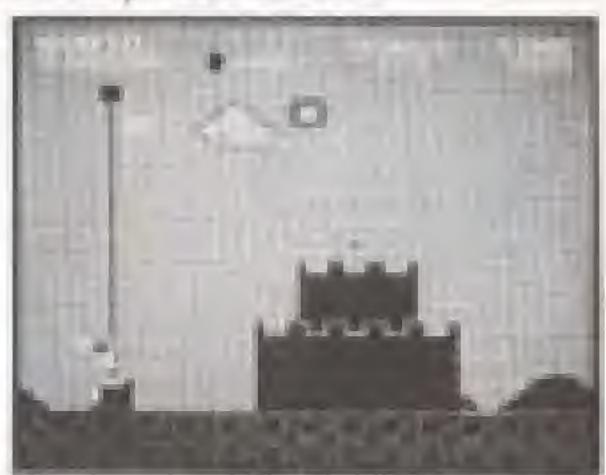
\* There is no remaining-time bonus when you get to the very last castle.

Finish Area

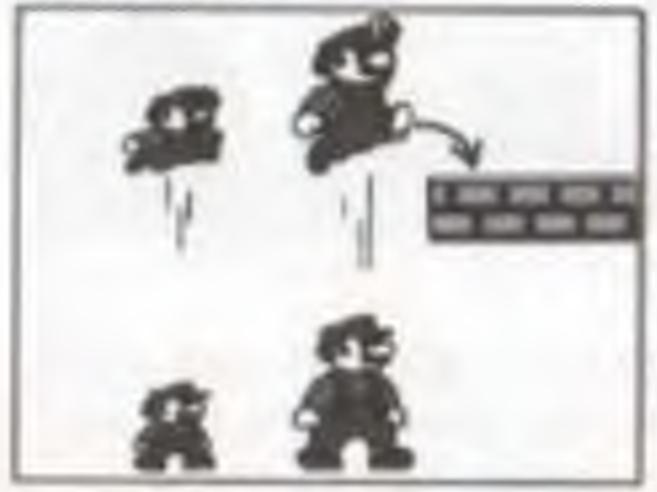


# Starting position and time progress

At the end of each area there. is a small castle, but before you get to the castle you have go up a big staircase and to jump onto a flagpole. The higher you jump onto the flagpole, the higher the bonus you receive.



# Pointers

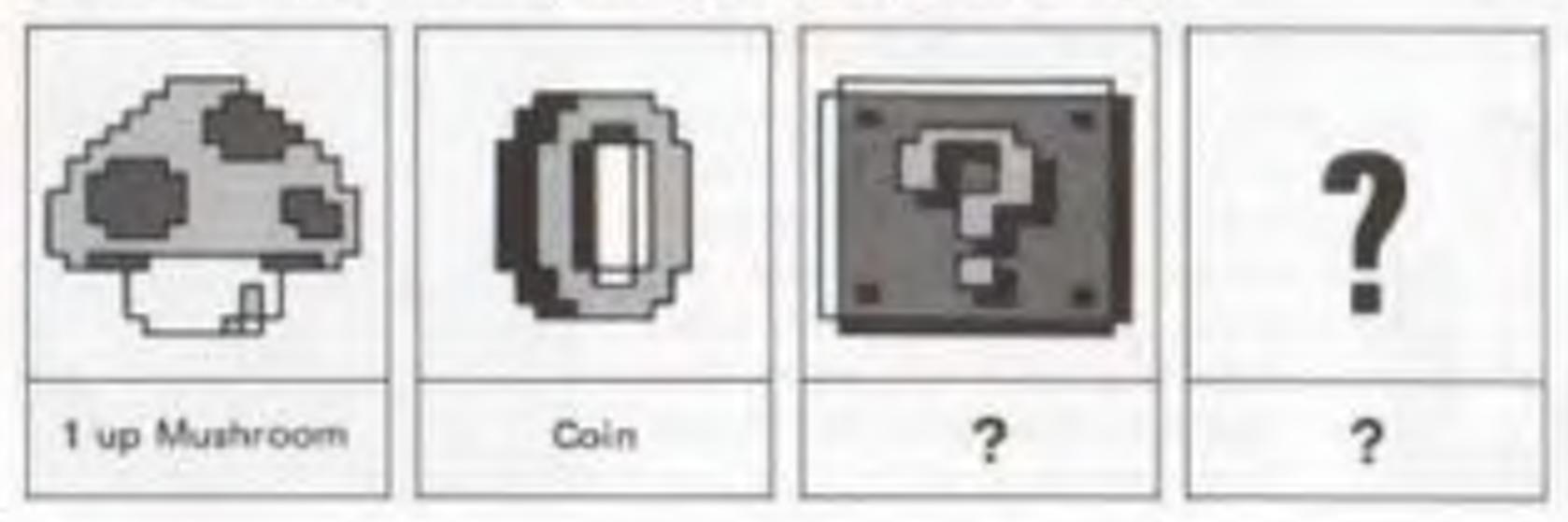


.Mario and Super Mario both jump the Jumping. same height.

- hold the A button down.

#### Bonus Prizes

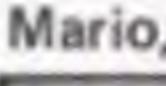
· If Mario picks up 1 up mushroom, he gets an extra life. . If Mario picks up 100 coins, he gets an extra life. · In addition, there are other ways to get an extra Mario.



The height Mario jumps depends on how long you

· You can use the it control pad to make Mario hook to the left or right even in mid-air!

 Pushing the B button makes Mario speed up, and when Mario is speeded up he can jump higher.







# Mario, Super Mario, Invincible Mario, etc.

Mario's Friends If you come across mushrooms who have been turned into bricks or made invisible, they reward you by giving you a power boost. With each boost Mario

shown below.



(return to regular Mario when bumped into by a bed guy)

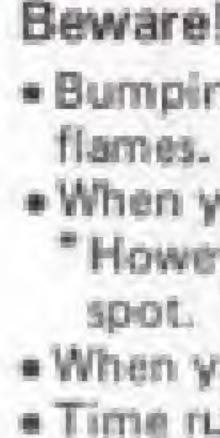
changes into a different, more powerful Mario, as

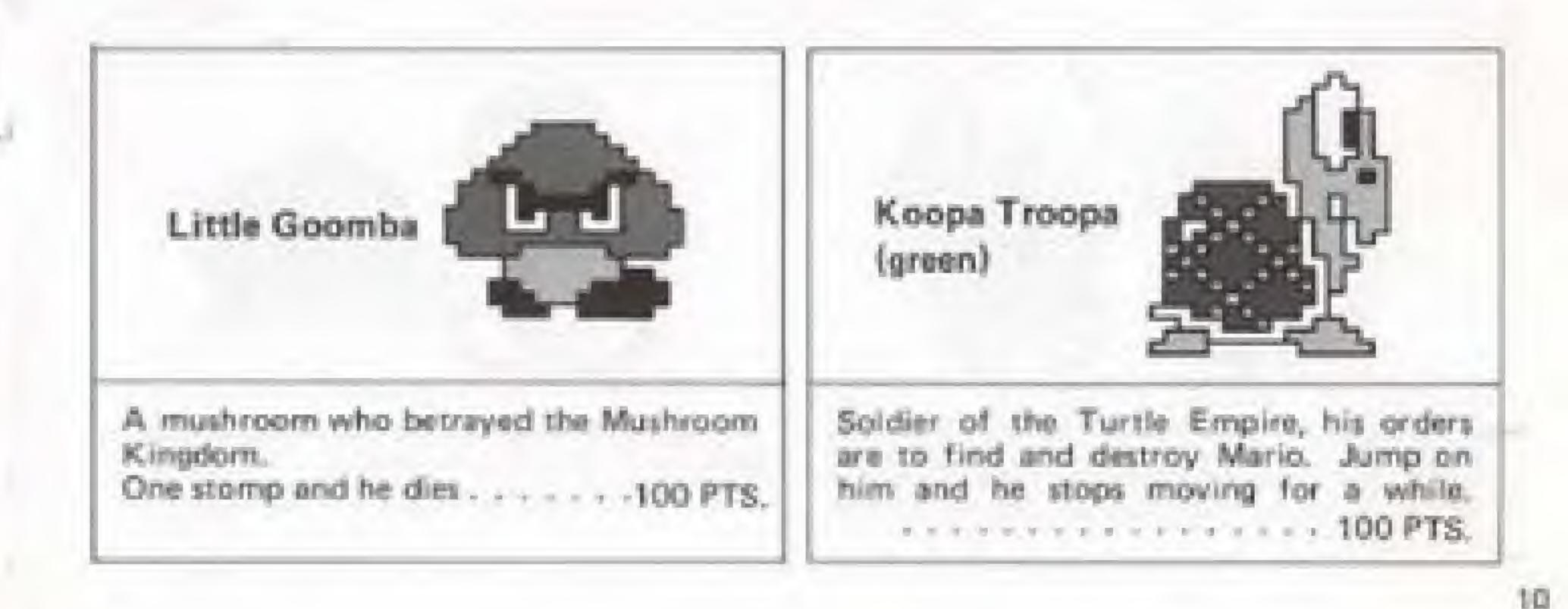
"When Super Mario or Fiery Mario are bumped into by a bad guy, they don't die but simply return to their old regular-Mario selves. "For a short while after turning back into his regular-Mario self, Mario flickers. During this time, he can not be killed by bad guys (he's invincible). How to topple the Turtle Tribe

Bad guys on top of the bricks can be taken care of by punching from below. Bad guys on the ground can be done in by jumping on top of them. If you bump into an enemy from the side or from below, you die. "When in the water, no matter what direction you hit the bad guys from you die.



- If you stomp on a Koopa Troopa, he becomes (b) and stays motionless for a while. During that time, you can kick him and send him flying to knock down other enemies.
- When Mario has fireballs, use the B button to throw them and fry the enemy.
- Some bad guys can't be killed. Look out for these immortal creeps!
- The points you get depend on how you kill the enemy. Try a few different. methods to see which gives you the most points.





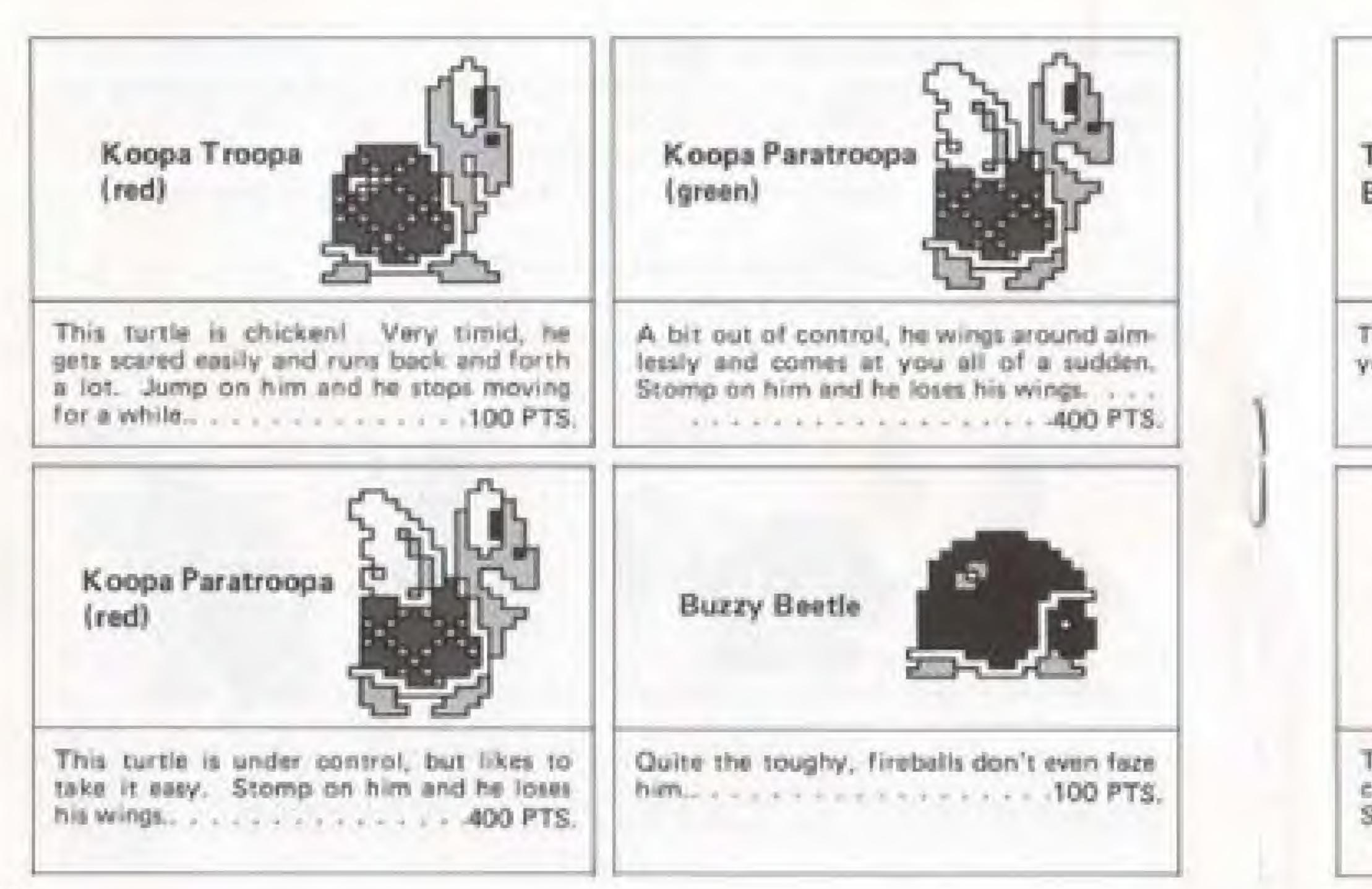
# Beware! The following are deadly:

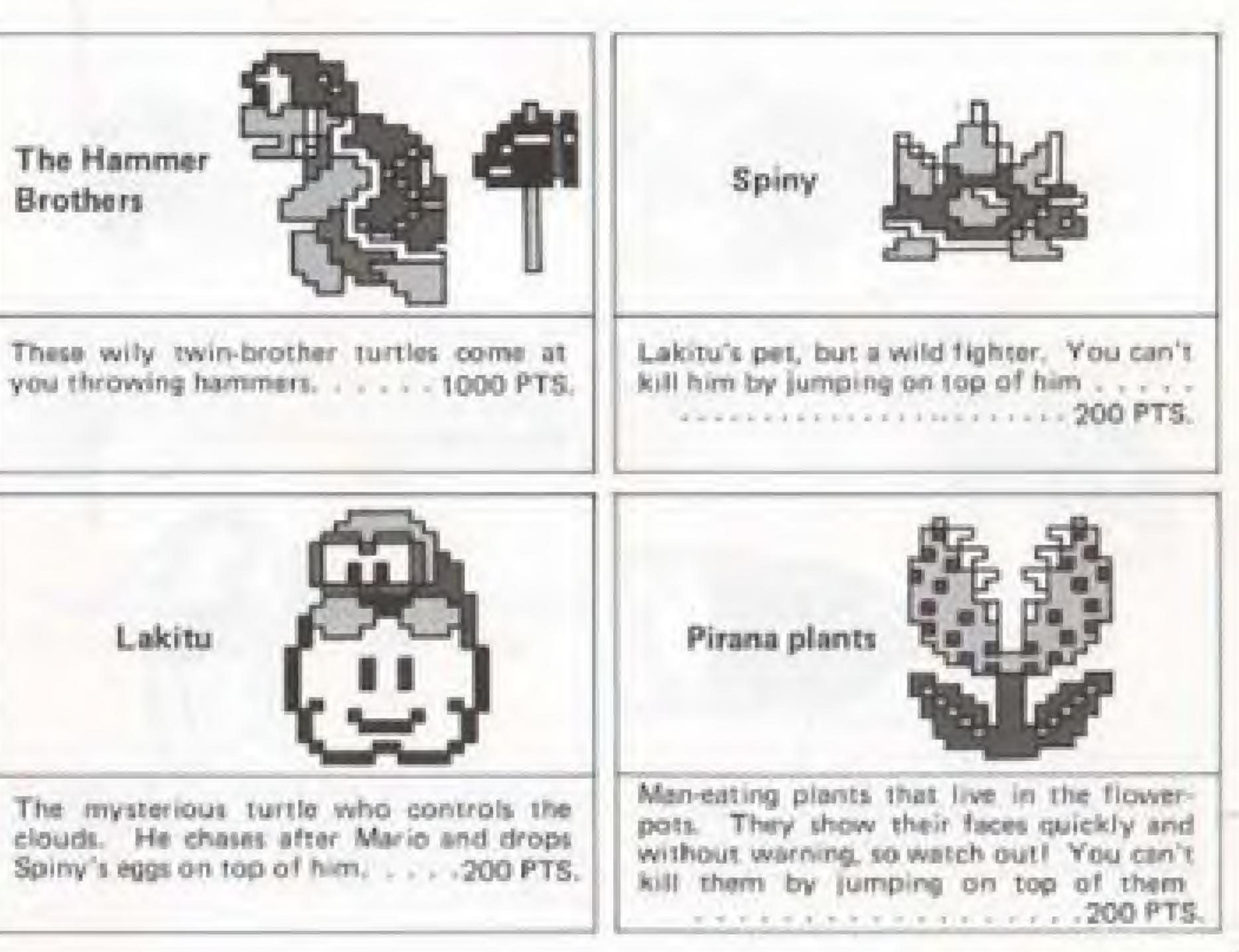
· Bumping into members of the Turtle Tribe and other baddles. Walking into

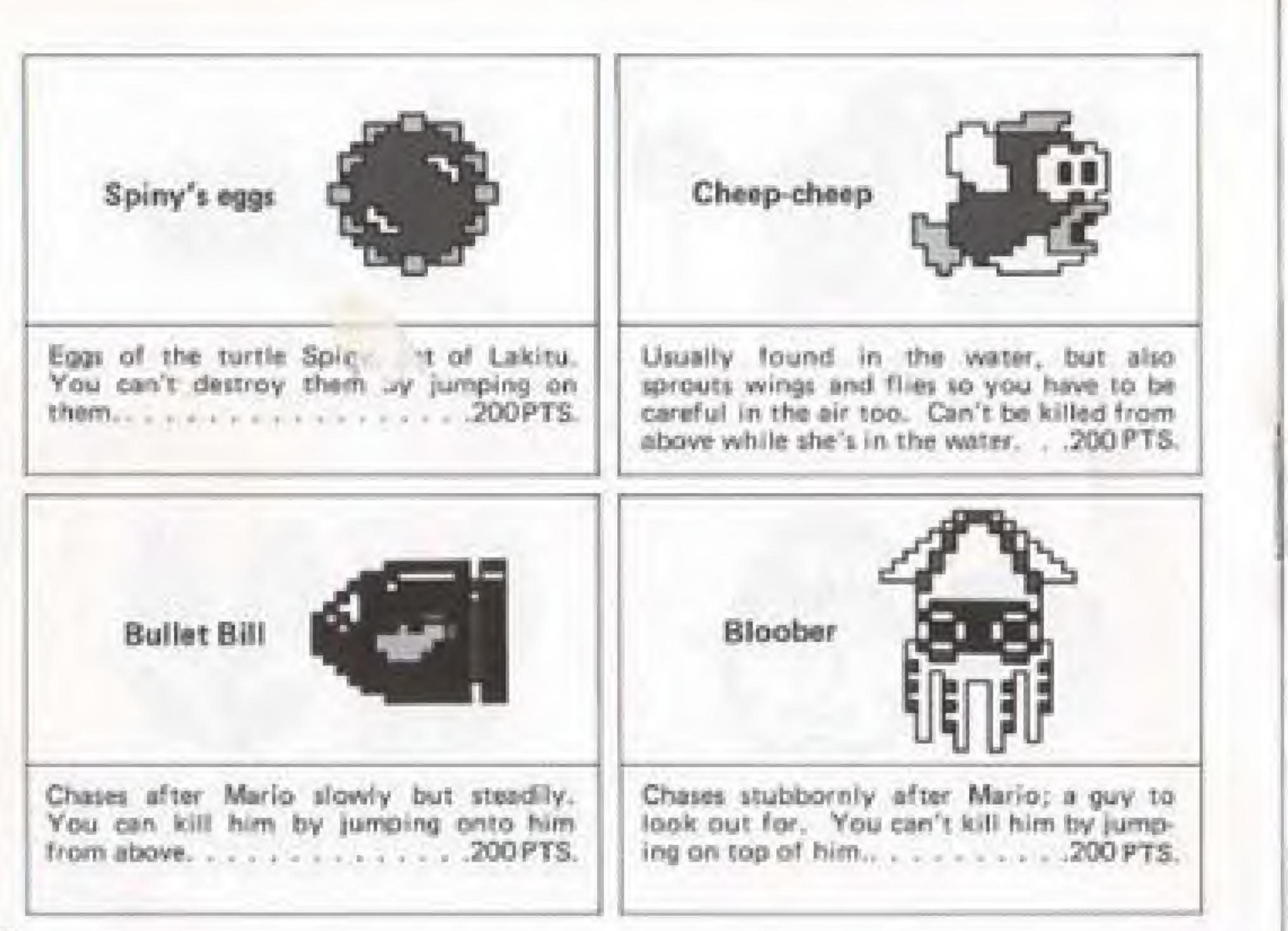
When you bump into a 
you had once kicked.

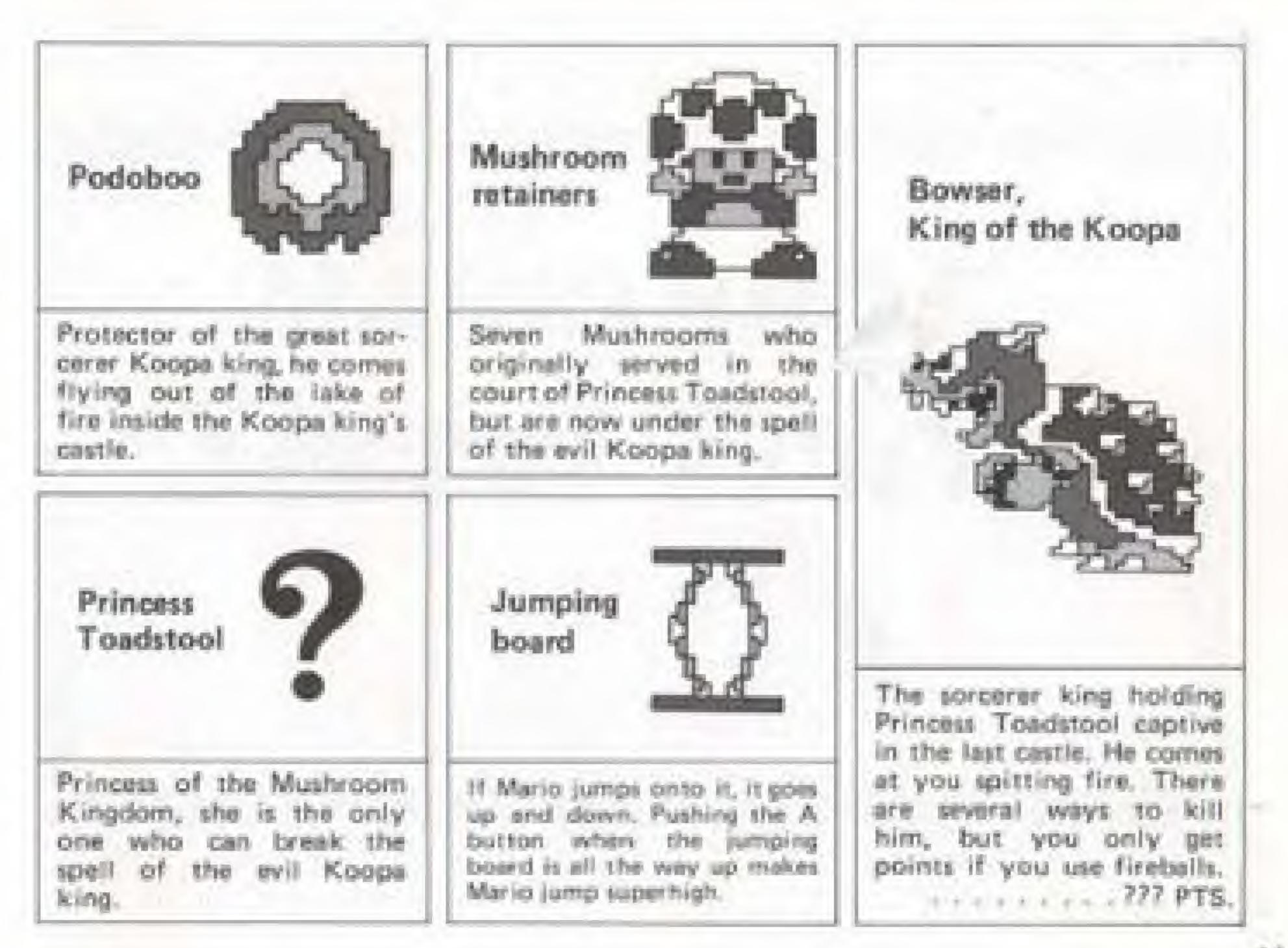
"However, Super Mario turns into regular Mario and the game continues at that

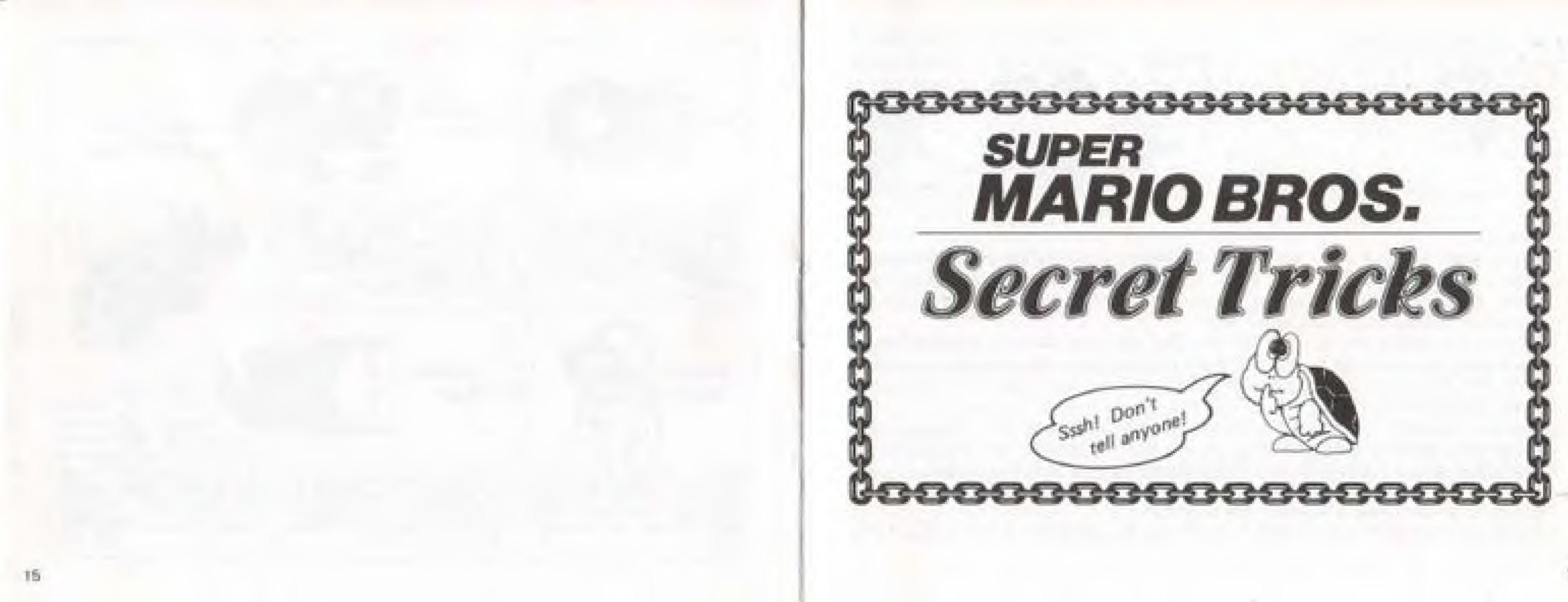
 When you fall into a pit or get sucked down a drain. Time runs out.







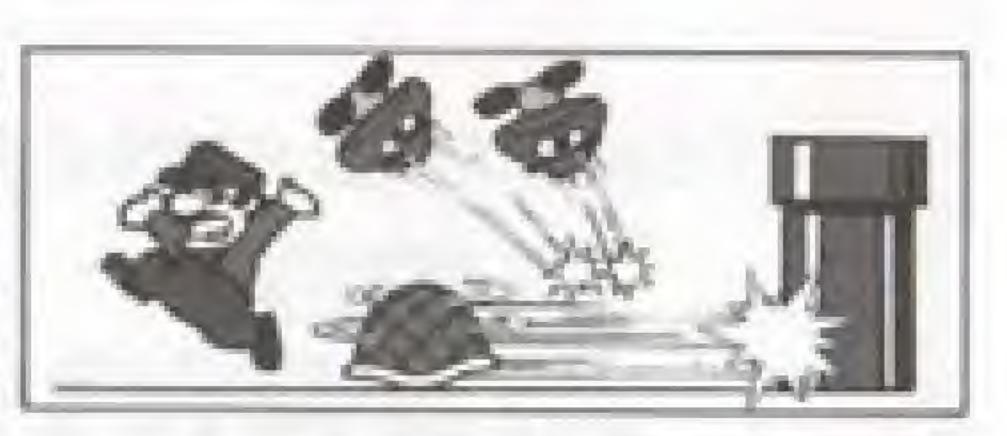




#### Bulldozer attack

. Kick one of the 42 and then run right behind it (use the 8 button) and your path will be cleared for you as your enemies are sent flying.

"Just look out for ricochets. If the Is runs into a I, your attack will backfire and you'd better move fast to keep from getting swept off yourself.



- If you want to get a lot of points, be sure not to leave any enemies alive behind. you, since the more enemies you kill the more new ones appear. Especially, when using the "bulldozer attack," make sure all the enemies on the screen are wiped out before continuing to the right.
- · Because the screen moves from left to right, there are enemies off the edge of the screen that can't be seen. You can't kill enemies you can't see by sending. a 49 off the screen after them. Why not? Maybe they jump over the enemy when Mario isn't looking . . . !

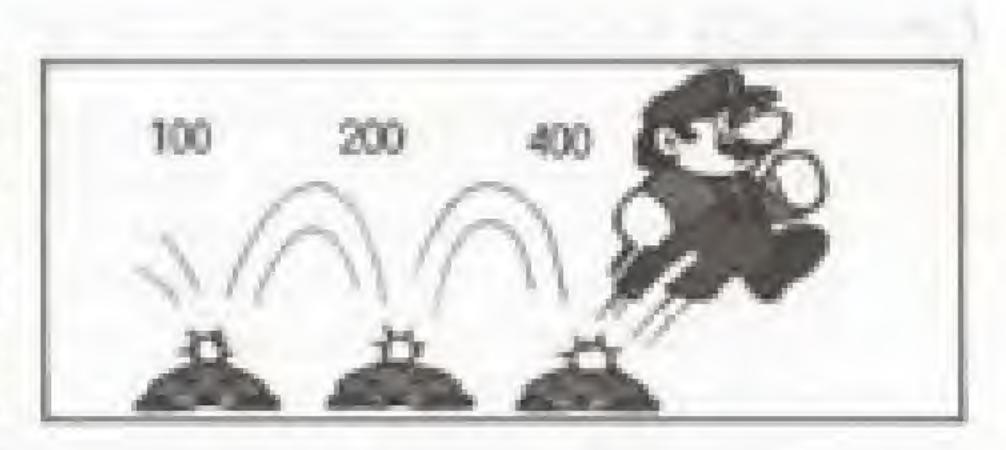
Strangely enough, however, if a kicked 49 bumps into a - off the screen, it comes ricocheting back at Mario. If you hear the sound of a ricochet, jump right away so you'll be ready when it comes flying back onto the screen. When a 4th comes ricocheting back at you, it's possible (for a real pro, that is) to stomp on the turtle one more time and stop it. There are plenty of other tricks - see if you can discover them on your own.

# Chain-reaction techniques

- **Top Secret**
- places.

 Use the old "Domino Effect" (ask. your parents) to wipe out a bunch of bad guys one after the other to get high points.

 Each coin you grab is worth 200 points. If you collect 100 coins, besides the points for the coins you also get an extra Mario. Without a doubt, a lot of coins are tucked away somewhere ... (why do ya' suppose this is under "Chain-reaction Techniques?").



"You get 50 points for each brick you smash .... try punching lots of different

" There are several different ways to get an extra Mario . . . try to figure them out for yourself.

" At the end of an area (after you jump onto the flagpole), fireworks may go off, and for each explosion you get 500 points. The reason the fireworks go off is a secret; see if you can figure it out.



# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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